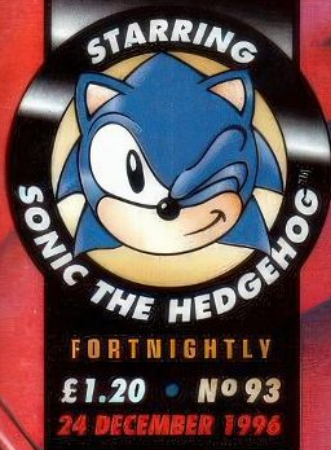


UK's OFFICIAL
SEGA
COMIC



SONIC

THE COMIC

TINSEL

TIME!

**COOL
YULE
ACTION!**

**SONIC 3D
MD REVIEW**



**DOCTOR ROBOTNIK'S
SEASON
OF GOOD-
WILL**

**NEW
STORIES**

**A CHRISTMAS
WISH**

CRACKING CAPTAIN PLUNDER AND DECAP STORIES INSIDE

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Merry Christmas, Boomers!

In the words of that old hume-crooner, Bong Crisby, "I'm dreaming of a blue Christmas!" Yes, that time-to-feel-festive is almost upon us again - the humes around here have already had me decking the halls - and between me and you - I'm totally fa-la-la-la-la'd out! Goodwill to all droids indeed!

On a brighter note, Santa drops in on two brand new super duper stories this issue... he's briefly sighted by Sonic in New Tek City, Planet Meridian where a young pup by the name of Richie Rover thinks his Christmas wish has turned him into a super-hero!

Santa sighting number two - Doctor Robotnik is given the chance to mend his evil ways in Season of Goodwill! But will it be an offer he'll refuse?

Bloodthirsty goings-on are afoot around the seas of New Tek City - the sharks have been at Mr Fry's transforming potion and they're attacking Captain Plunder's ship!

Finally, find out if mad Mick C McTosis and Mr Twitch get their paws on Mr Cuddle Bunny's vast fortune. Turn to the concluding part of STC's madcap Decap Attack story.

Before I leave to turn the music up and party down, let me thank all of you for your fabby cards and drawings, which are lining the office walls as I speak. See you all in a fortnight Boomers, when STC orbits into the New Year - but before I go -

HAVE A COOL YULE & A MEGA NEW YEAR!

Megadroid and the
STC Humes

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Carl Flint
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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SEGA

COMPILED BY
ChartTrack
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↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- ROAD RASH 2
- DESERT STRIKE
- LOTUS TURBO CHALLENGE
- FIFA SOCCER '96
- TOY STORY
- ↑ SONIC AND KNUCKLES
- ↑ WORMS
- RE DYNAMITE HEADDY
- ↓ MICRO MACHINES 2
- RE TAZ-MANIA; ESCAPE FROM MARS

SATURN

- ↑ NIGHTS
- ↓ EXHUMED
- ATHLETE KINGS
- ALIEN TRILOGY
- DESTRUCTION DERBY
- SEGA RALLY
- VIRTUA FIGHTER 2
- ↑ VIRTUA COP
- ↑ FIFA SOCCER '96
- NEW VIRTUAL GOLF

MEGA-CD

- BRUTAL: PAWS OF FURY
- ↑ TOMCAT ALLEY
- ↑ SOULSTAR
- RE ROAD AVENGER
- RE SILPHEED
- RE SONIC CD
- RE POWERMONGER
- ↓ B.C. RACERS
- ↓ THUNDERHAWK
- EARTHWORM JIM

GAME GEAR

- RE MICRO MACHINES 2
- RE DYNAMITE HEADDY
- SONIC THE HEDGEHOG
- ↓ COLUMNS
- RE ECCO 2: THE TIDES OF TIME
- ↓ THE LION KING
- RE TAZ-MANIA; ESCAPE FROM MARS
- ↓ SONIC THE HEDGEHOG 2
- RE SONIC: TRIPLE TROUBLE
- ↓ STAR TREK: GENERATIONS

SONIC

THE HEDGEHOG™

A CHRISTMAS WISH

Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME

COMPLETE
STORY

CHRISTMAS EVE IN NEW TEK CITY,
PLANET MERIDIAN. . .

TOO BAD I CAN'T
GET HOME FOR
CHRISTMAS, NOW THAT
I'M TRAPPED HERE IN
THE SPECIAL ZONE!

STILL, AT LEAST
THESE DUDES HAVE
THE RIGHT SPIRIT,
EVEN IF IT IS AN
ALIEN PLANET!
SNOW, PRESSIES,
CAROL SINGERS...

...AND SANTA
IF I'M NOT
MISTAKEN!

CHRISTMAS MORNING...

YAYYYY!
MUM! DAD!
SANTA'S
BEEN!

WOW!
LOOK AT
ALL MY
PRESSIES!

HAPPY
CHRISTMAS,
RICHIE!
YAWN!

YESSS!
AN INSECT-GUY
OUTFIT! JUST
WHAT I WANTED!

EVER SINCE HE CAN REMEMBER, **RICHIE ROVER** HAS BEEN A FAN OF **INSECT-GUY** - NEW TEK CITY'S COOLEST SUPER-DUDE (NEXT TO **SONIC** OF COURSE!)

INSECT-GUY WAS ORDINARY **NORMAN NERD** UNTIL HE WAS BITTEN BY A **RADIOACTIVE INSECT** - THIS GAVE HIM **SUPER INSECT POWERS** TO FIGHT CRIME!

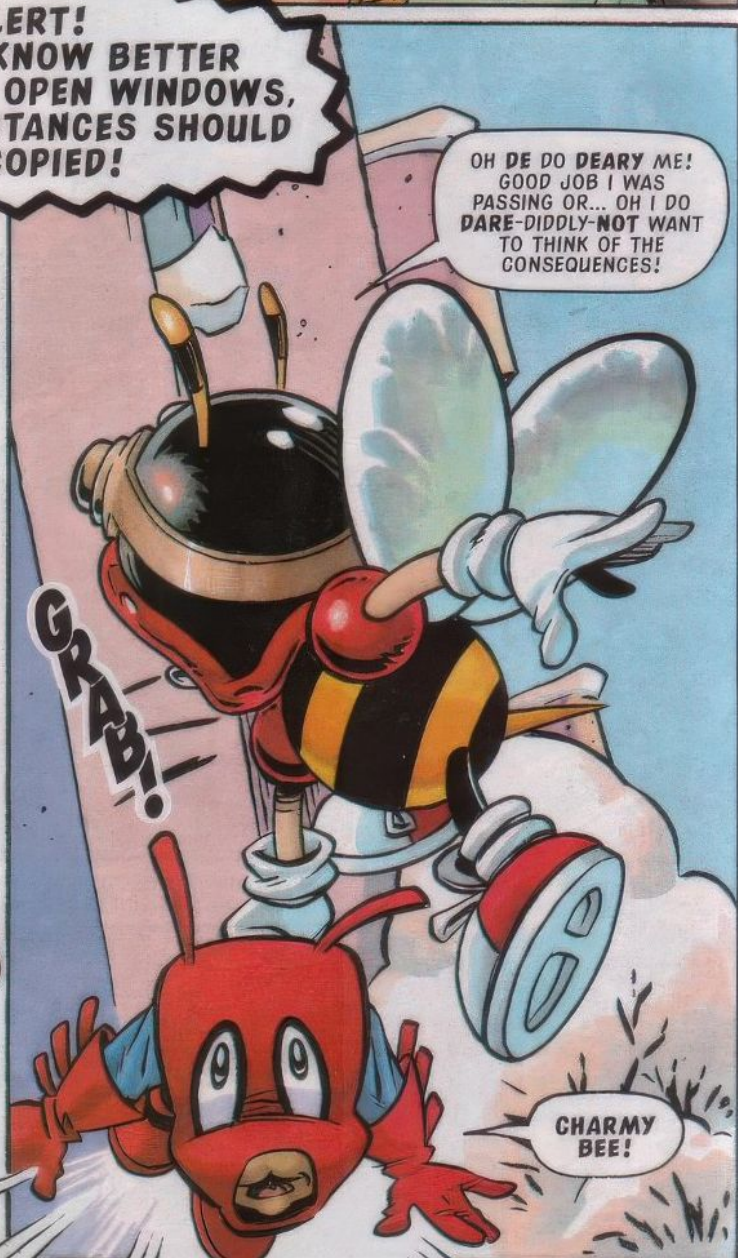
MY HERO!

MMM, YOU LOOK
QUITE THE PART
IN YOUR OUTFIT,
RICHIE!

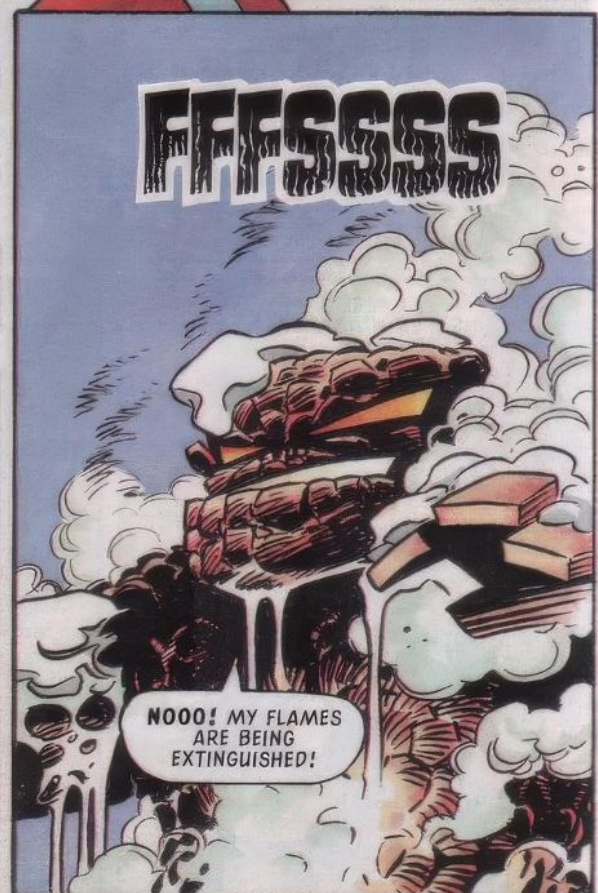
I WISH I HAD
THE **SUPER POWERS**
TO GO WITH IT,
THEN I **COULD** BE
A REAL HERO!

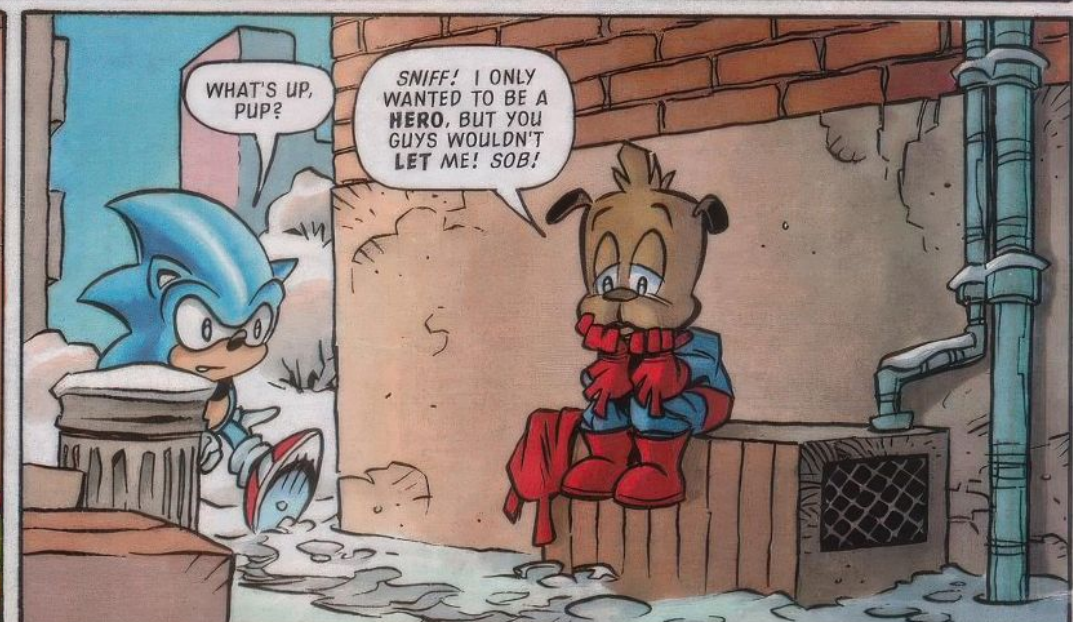
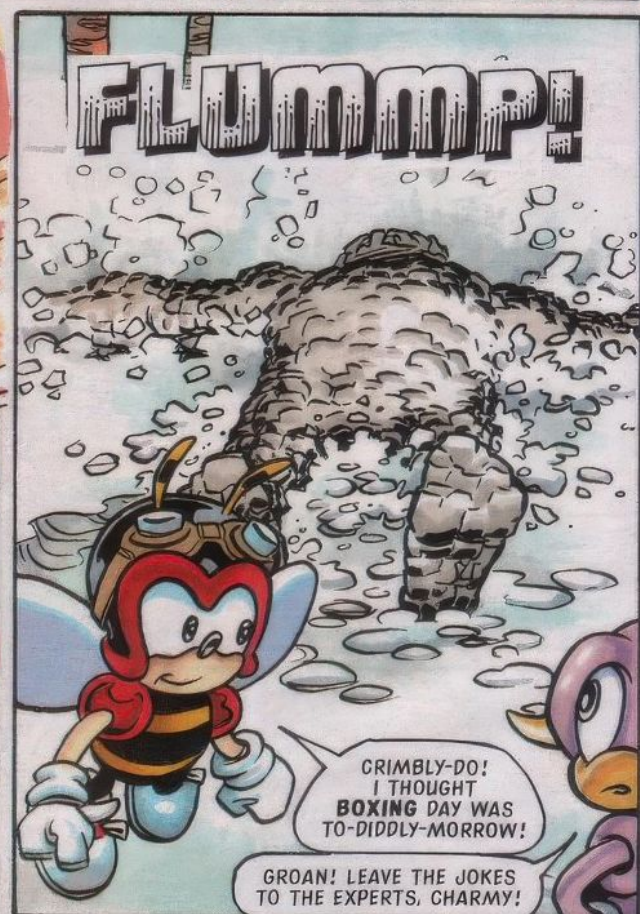
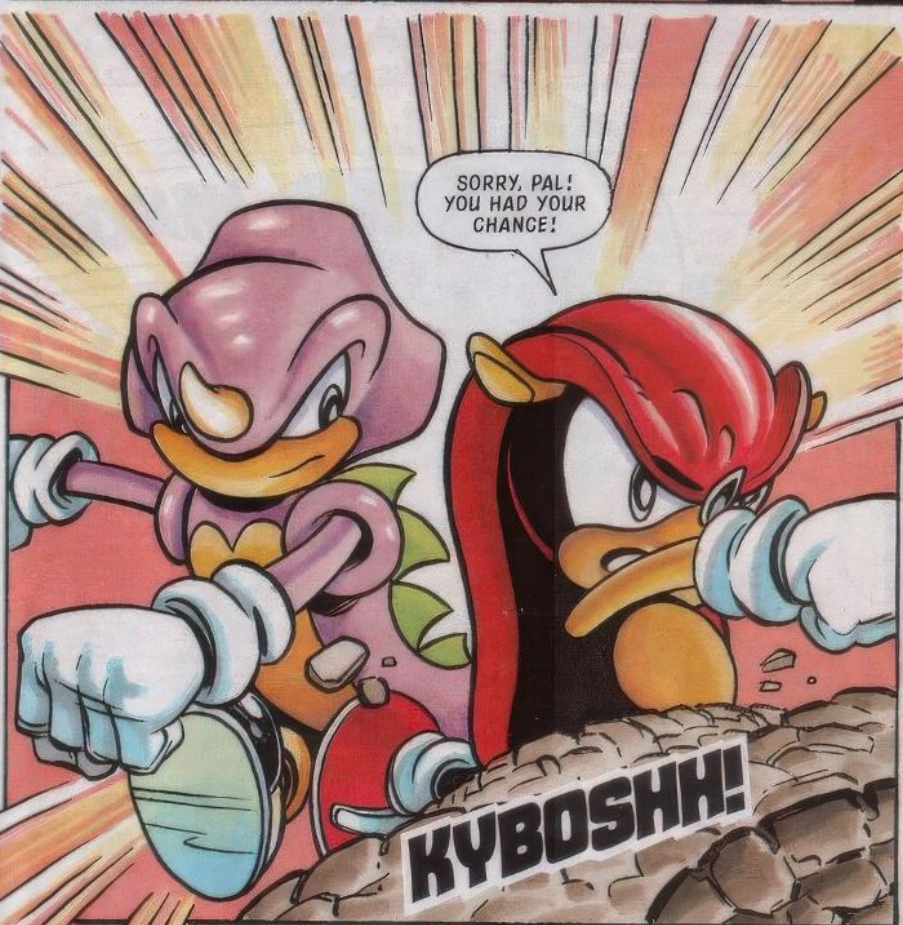


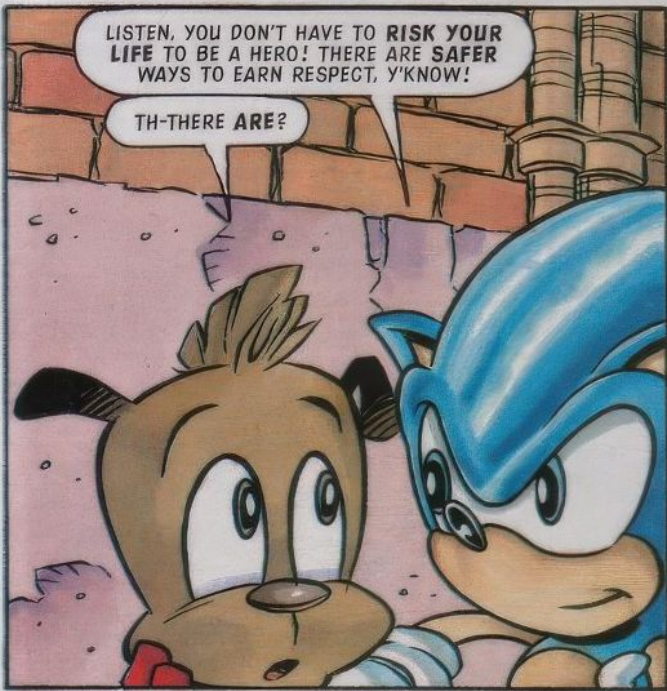
STC ALERT!
YOU BOOMERS KNOW BETTER
THAN TO GO NEAR OPEN WINDOWS,
SO IN NO CIRCUMSTANCES SHOULD
THIS BE COPIED!





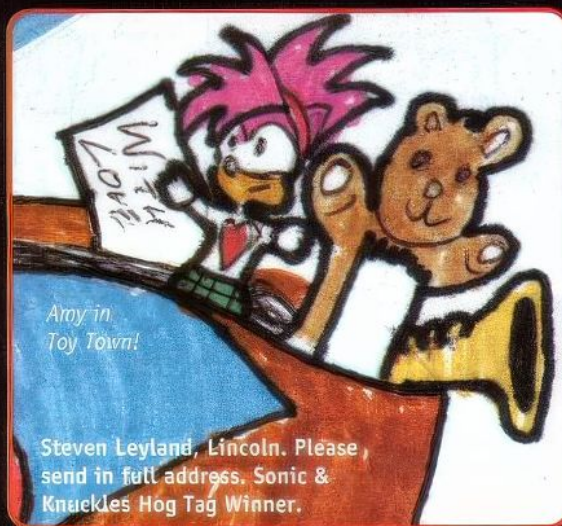
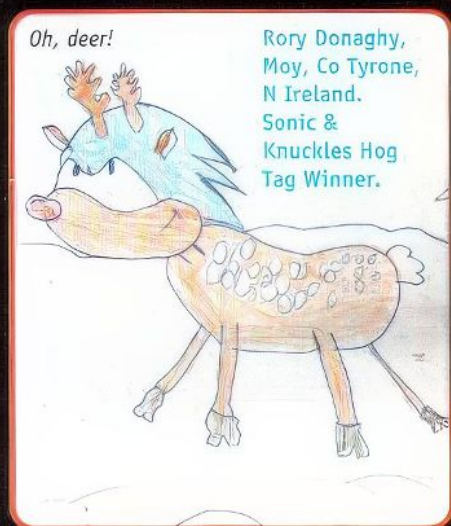
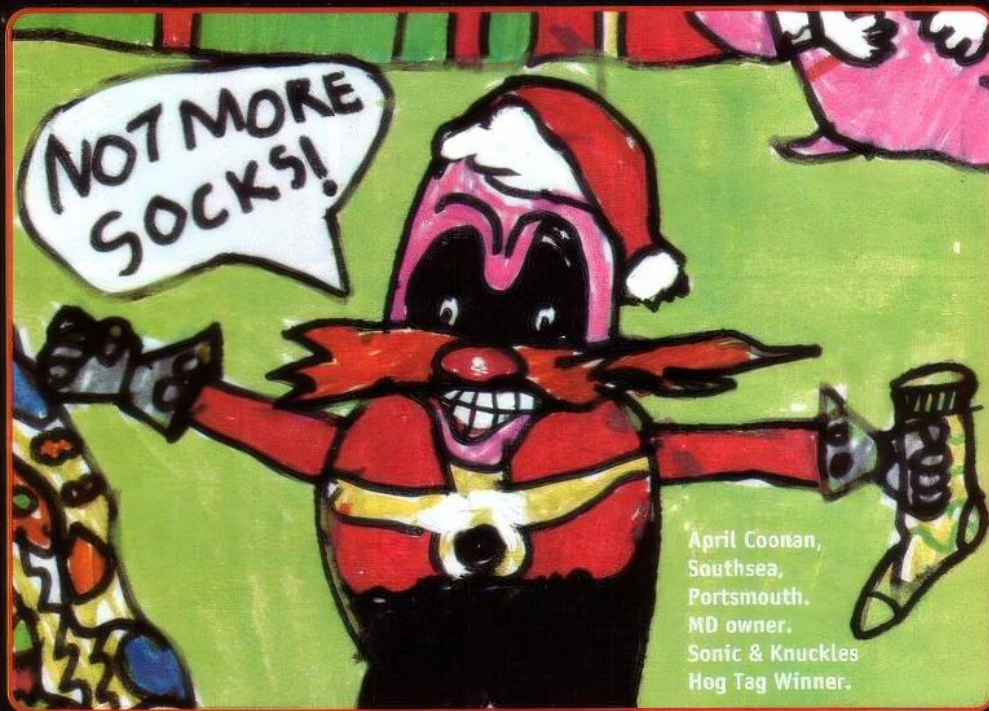






CRIMBO ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.



To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

- * Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- * Be original and don't copy pictures from the

comic - come up with your own ideas.

- * Include your name and address, preferably written in capital letters on the back of the page.
- * Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola stockists:- Tel: 01234 217786



IN THE SEAS AROUND
NEW TEK CITY, CAPTAIN
PLUNDER'S SHIP IS
SUDDENLY INVADIED BY
A BUNCH OF MUTATED
SHARKS...

CAPTAIN Plunder SHANGHAIED

Part 3

Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON Lettering: ELITTA FELL



WHAT ARE
YE WAITIN' FOR,
YOU SWABS?

ATTACK!



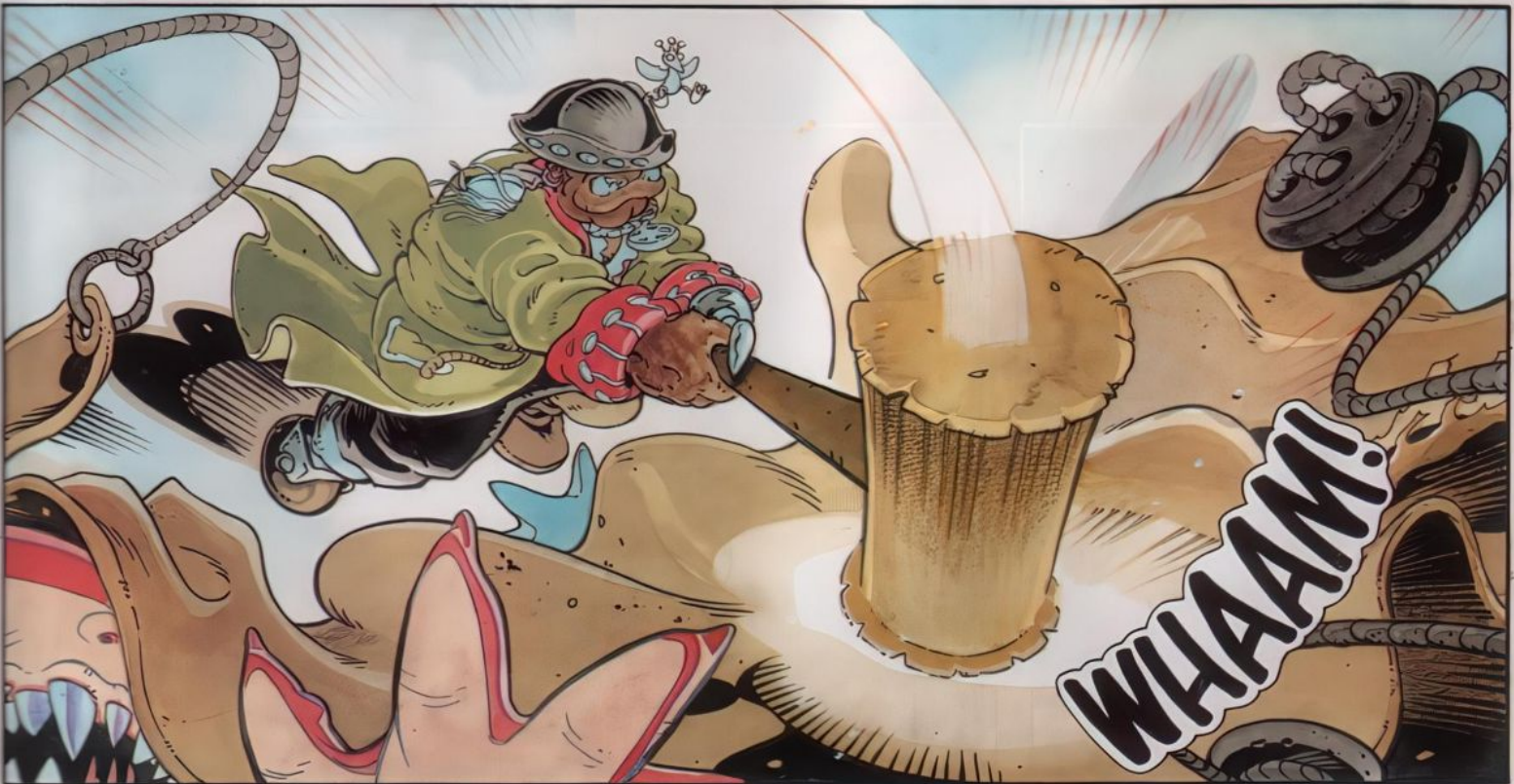
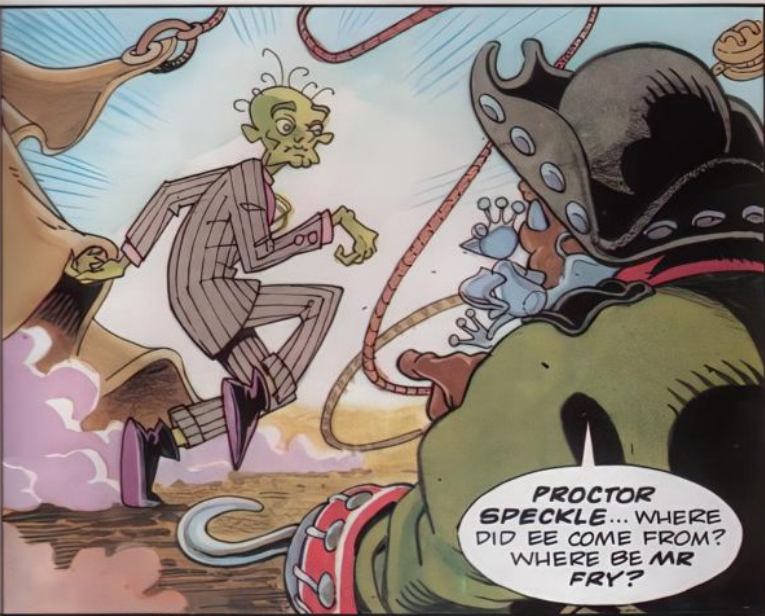
B...BUT CAP'N,
THEY LOOK AWFUL
MEAN AND...

WHAT?
THIS BE MUTINY, MR
SCRATCHINGS!

I'LL TAKE
CARE OF THE SHARKS,
PLUNDER! AFTER ALL, IT'S
MY TRANSFORMING
POTION THAT THEY'VE
BEEN DRINKING!

I'VE
CHANGED
MY MIND, MR
FRY... I DON'T
WANT TO HELP
AFTER
ALL!







WHAPP!

WHOPP!

TAKE THAT, EEL SUCKER!



THAT SEEMS TO HAVE QUIETENED THE BLIGHTERS DOWN!



LET'S BE SEEING WHAT BECAME OF SIMPSON...

THIS AIN'T GOING TO BE PRETTY!



THEY'VE ATE 'IM UP, CAP'IN... POOR SIMPSON!

WHAT'S THAT SOUND?

MMMPHH!



NOW WHAT BE GOIN' ON DOWN HERE?



HAH!

YEEE-UKK!

SPLOR!



I RECKON
THE SERUM'S WEARING
OFF, CAP'N, THE SHARKS
BE TURNING BACK TO
NORMAL!



THEN
THROW 'EM IN THE HOLD,
YOU **SWAB**...THEY'LL MAKE
A TASTY **SNACK** AFORE
SUPPER!



THIS
HAS BEEN A ROUGH
DAY... I RECKON WE
BE DESERVING A
TREAT!

SIMPSON,
GO TO MY CABIN
AND FETCH THAT
LAST CRATE OF
VINTAGE RUM
TRUFFLES I'VE
BEEN SAVIN'!

YOU
BETCHA!



MOMENTS LATER...

THE CRATE,
CAPTAIN... IT'S
VANISHED!



HEY, AND
WHAT HAPPENED
TO PROCTOR
SPECKLE?

WHY, THAT
SCURVY, GOOD-FOR-
NOTHING, SLIME-SUCKING
BILGE RAT OF A
LOUSY...

MUNCH!
MUNCH!
MUNCH!

NEXT ISSUE: **KNUCKLES IS BACK!**



REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

SONIC 3-D

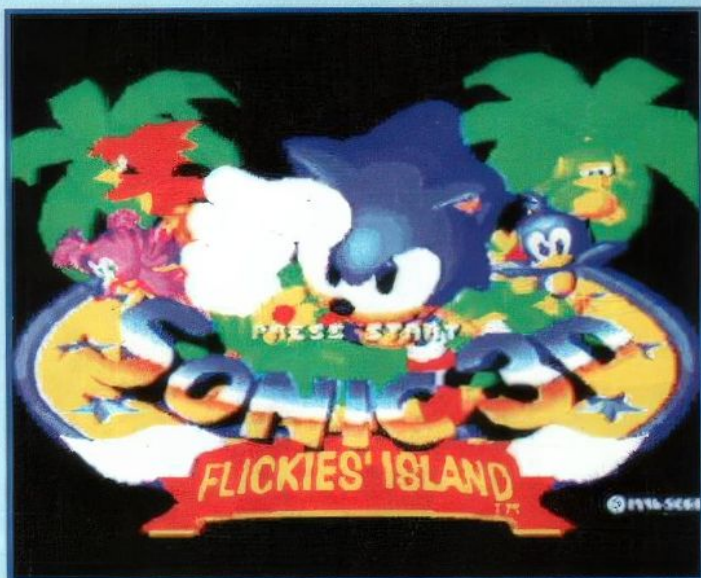
Reviewed by Chris Jones.



GAME TYPE: 3-D ADVENTURE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



The spiky-haired, spinning marvel is back for one last showdown with Doctor Robotnik. Yes, Sonic the hedgehog has been re-animated for the ultimate game that will blow all previous Mega Drive titles away. **Sonic 3-D** is his latest adventure created on a 32Meg cartridge jam-packed with fun, bright colours and innovative gameplay.

Sonic 3-D is programmed by the same team that brought you *Toy Story*. This team has hit the jackpot again to produce a game that takes Sonic into a new dimension. **Sonic 3-D** is what it says, a three dimensional game where Sonic can move left, right, and into the foreground or background. Its



three dimensions make it impossible to call it a platform game, although it has many features of one. The whole screen is your playground and can be explored.

The game is inspired by themes from Sonic's previous adventures and there's even special guest appearances by Knuckles and Tails. One thing is certain, evil egg-man Doctor Robotnik is back and he must be stopped over seven distinct Zones, each containing two Acts and a Boss showdown. Complete all of these and a final Boss screen must be





conquered - that simple? Expect the unexpected in this game, rumour has it that a secret ending exists - but that's left for you Boomers to find out!

Each Zone has a different theme with different problems. *The Snow Mountain Zone* provides a frozen solid surface on which Sonic slips and slides on the ice, gets caught in avalanches, and can be encased in ice for about 10 seconds if he gets shot by the baddies. In the *Chemical Plant Zone*, Sonic can enjoy the feeling of floating on air from a giant fan and gets shot out of ducts and pipes. There are even cannons on some levels that Sonic must climb in to and be shot out of to help him complete a section of the game.

Sonic's mission in the game is still to collect rings but he has a more important task to complete. In each Act of each Zone he must destroy at least five evil robots, that when killed, free a Flicky; Flickies are the birds and rabbits that Robotnik has captured throughout the series of *Sonic* games. If he wasn't stealing them in his spaceships in *Sonic 1*,



he's sure turning them into mechanical monsters here! Once Sonic frees a Flicky, it will fly round after him until he leads it to a giant ring where it can escape from the Zone. Sonic can free one at a time or have five Flickies following him round at once. This can prove tricky as sometimes obstacles and other robots may separate the Flickies from Sonic, making them fly off all over the screen. The hard work is trying to retrieve them again.

Everything is excellent in this game - from the smooth, bright, vibrant graphics and animation, fantastic gameplay and attention to detail, evil robots disguised as metallic bumble bees to nasty crocodiles.

Sonic 3-D pushes the Mega Drive to the limit, squeezing every last drop of power from the console to produce an innovative game. Doctor Robotnik's end of Zone showdowns with Sonic are also new and original. This is a game no Mega Drive owner would want to be without. It really is the best Sonic game produced, and as it may be the final instalment in the series, Sega won't let Sonic go out without a bang!



FINAL COUNTDOWN

RAVES

It's got it all!



GRAPHICS 95

SOUND 85

GRAVES

Tears of farewell for Sonic on the Mega Drive?



PLAYABILITY 90

OVERALL 95

Decap Attack

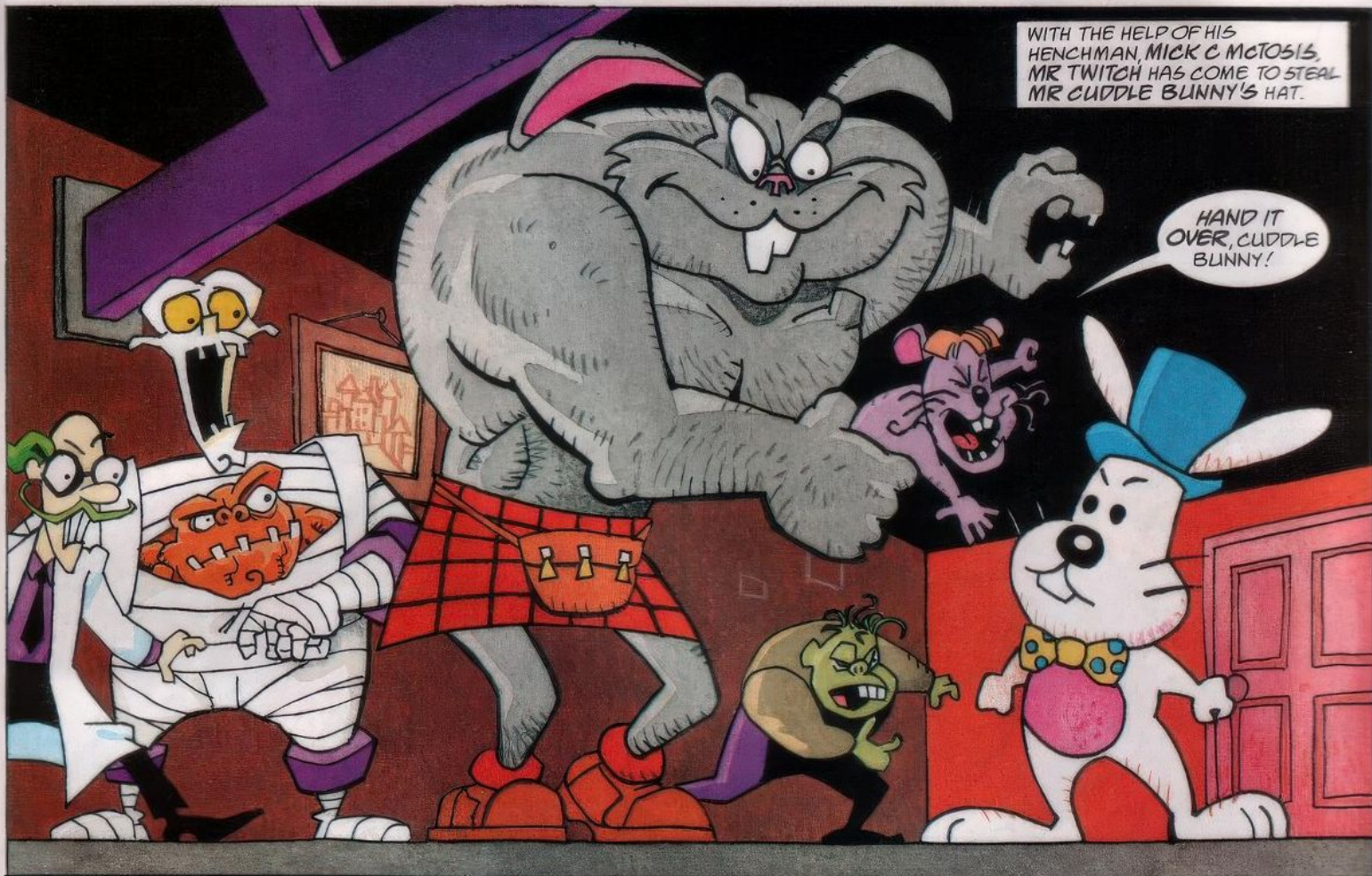
SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

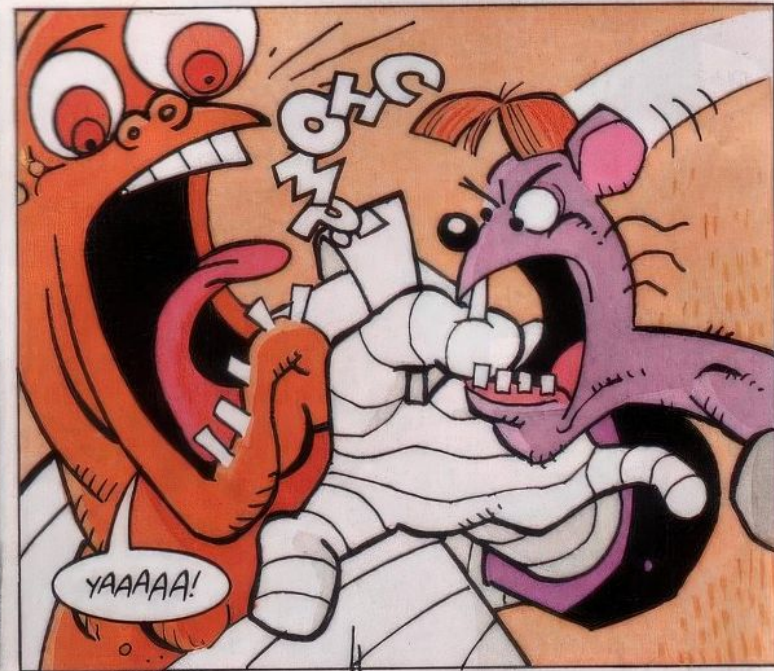
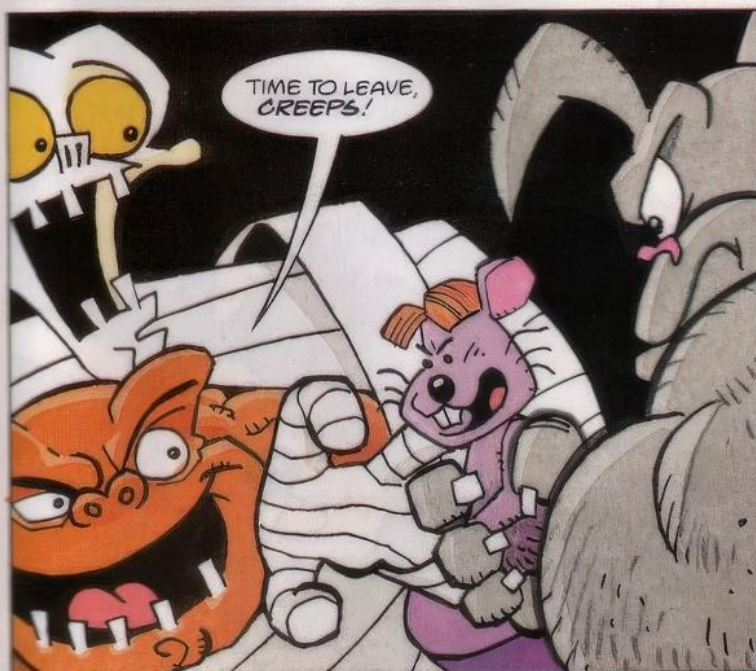
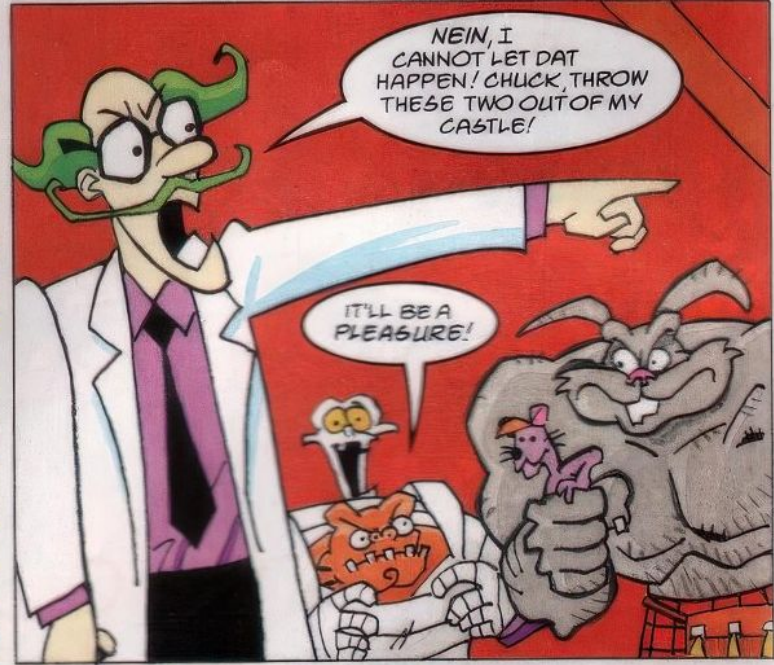
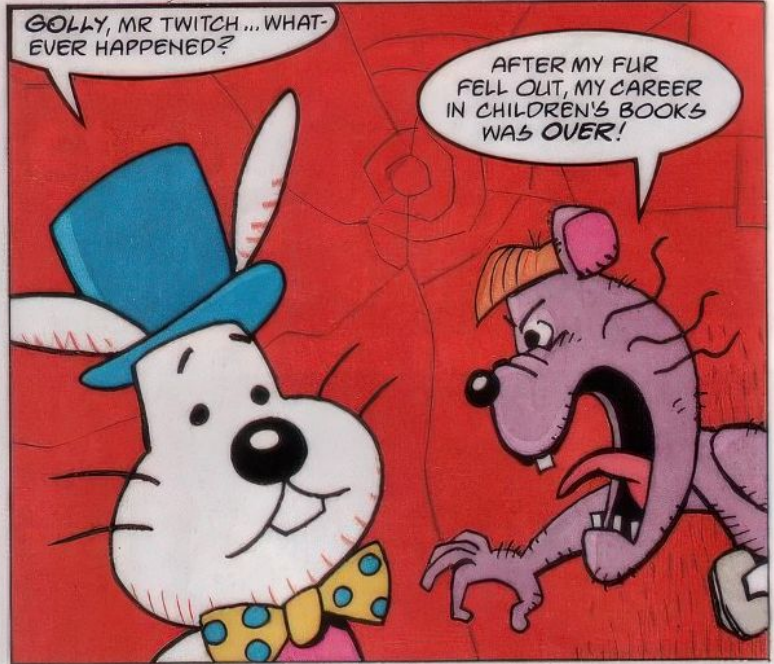
ART:
NIGEL KITCHING

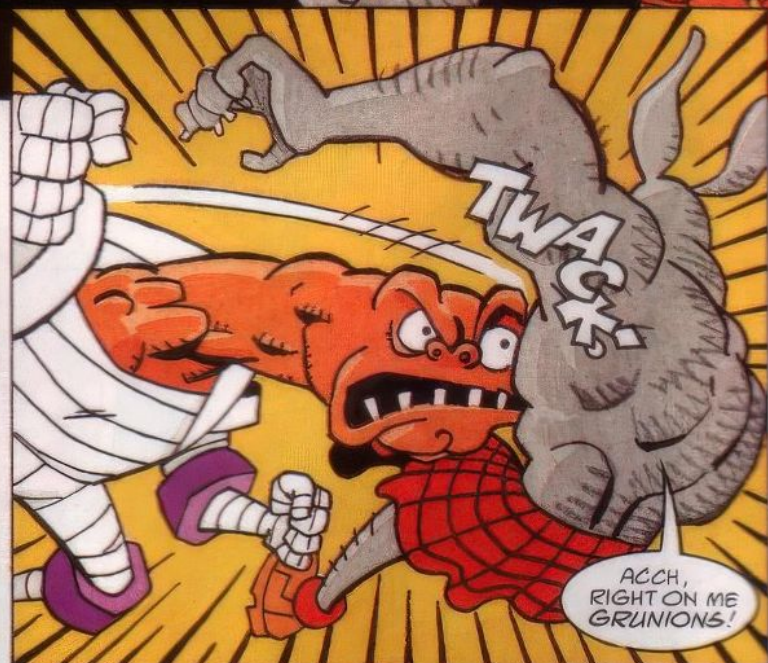
LETTERING:
ELLIE DEVILLE

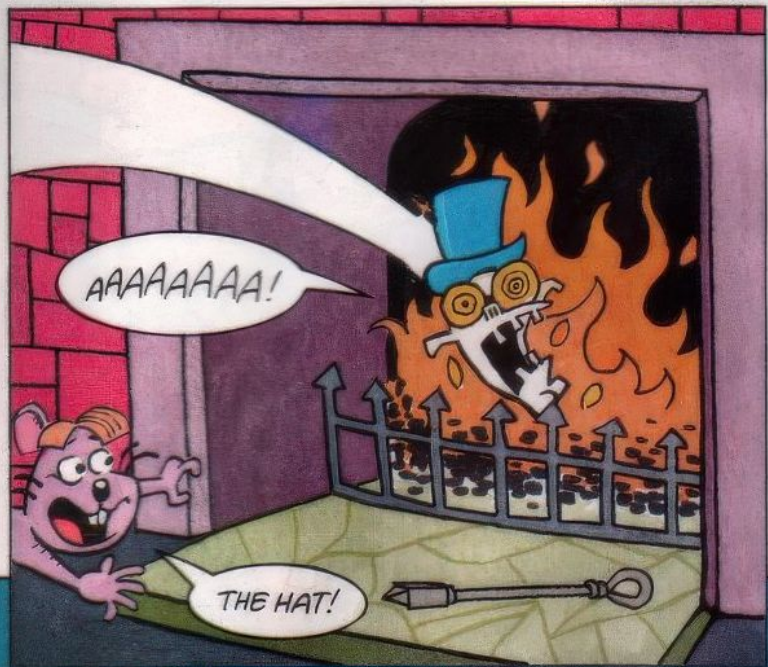
Part 3

THE LEGEND OF MR CUDDLE BUNNY













ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.



SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE BOSSES [CONTD]

HYDROCITY ZONE

ACT 1

DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Doctor Robotnik's two fiendish water machines in his zone. This one is easy to beat provided you keep calm.



- Stand in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.
- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again, jump straight up as high as you can.
- Robotnik's craft then settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well, you can get in two or three hits before he starts to spin the water and Sonic around.
- Again, stay in the middle of the screen as much as possible and repeat the previous moves to beat him.
- After the machine is demolished, the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!



ACT 2 DOCTOR ROBOTNIK'S WATERSPOUT & DEPTH CHARGE MACHINE

- Never one to give in, Robotnik is back with an even deadlier water machine!
- Go to the far right as Robotnik descends from top left.
- He'll proceed to start his suction machine, which, if you're not careful, will draw Sonic into its whizzing blades! He then moves left and right above you, dropping water bombs that contain delayed-action fuses.
- To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.
- Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to him. If you score a hit, try to bounce up and in the same direction as him to gain more hits.



- Provided your timing is good you can get in at least two more hits.
- You can also use the main waterspout that sucks up water and draws you in, but only after he has released it and his craft starts to move. As the waterspout slowly drops, you can leap Sonic onto it and up to Robotnik's craft.
- After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.



Next issue: Make a meal of those Marble Garden menaces!

CHRISTMAS DAY IN THE EMERALD HILL ZONE...
A PLACE LONG SINCE DESERTED BY ITS RESIDENTS,
WHO FLED TO THE FLOATING ISLAND TO ESCAPE
DOCTOR ROBOTNIK.*

SONIC'S WORLD SEASON OF GOODWILL

COMPLETE
STORY

Script: LEW STRINGER Art: ANDY PRITCHETT
Colouring: STEVE WHITE Lettering: GORDON ROBSON

*SEE ISSUE 53—Megadroid.

HOWEVER, ONE RESIDENT REMAINS. LIVING IN HER SECRET UNDERGROUND
LABORATORY, SCIENTIFIC GENIUS TEKNO THE CANARY HAS INVITED TAILS,
AMY, JOHNNY, AND SHORTFUSE THE CYBERNIK TO HER CHRISTMAS PARTY!

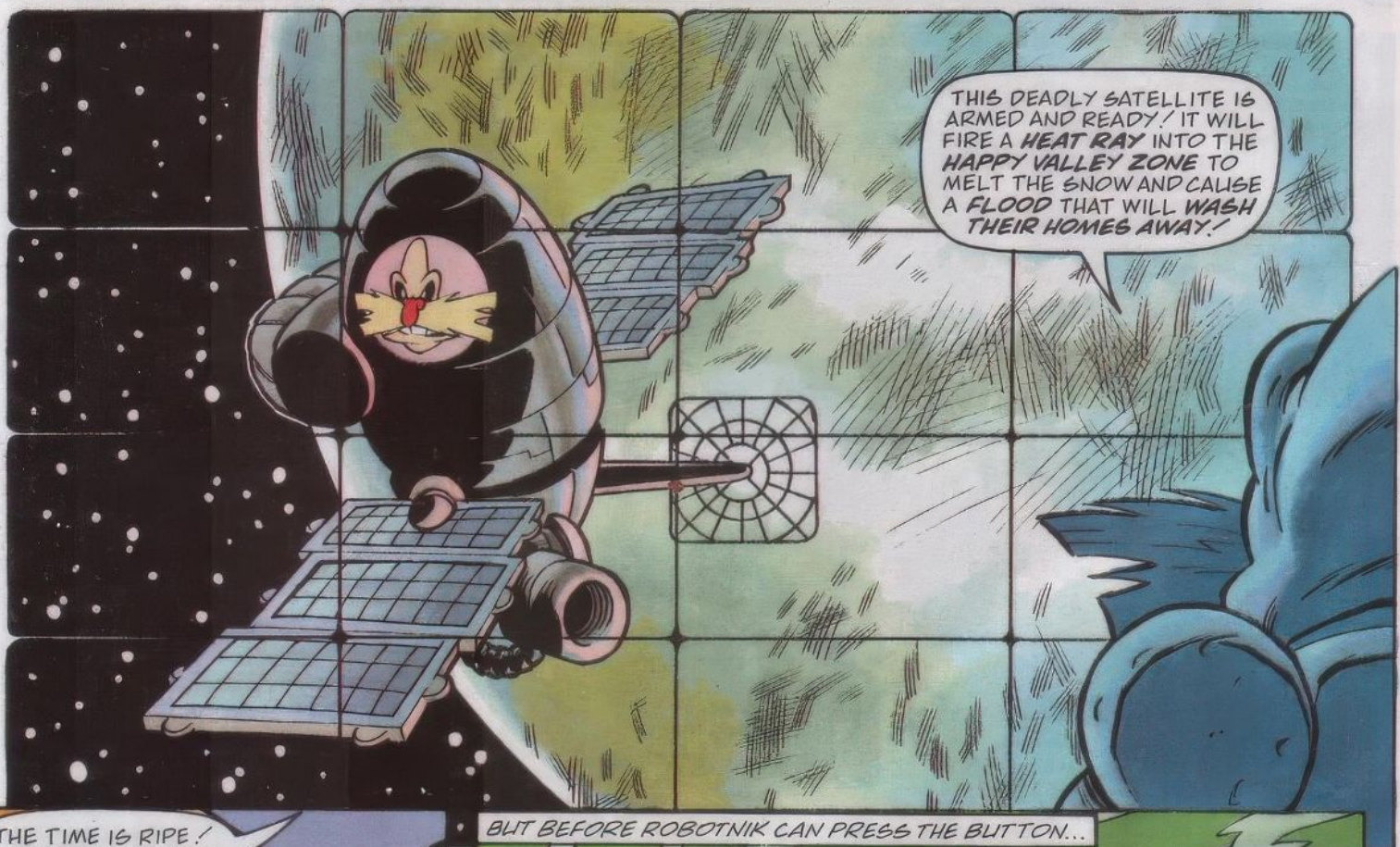
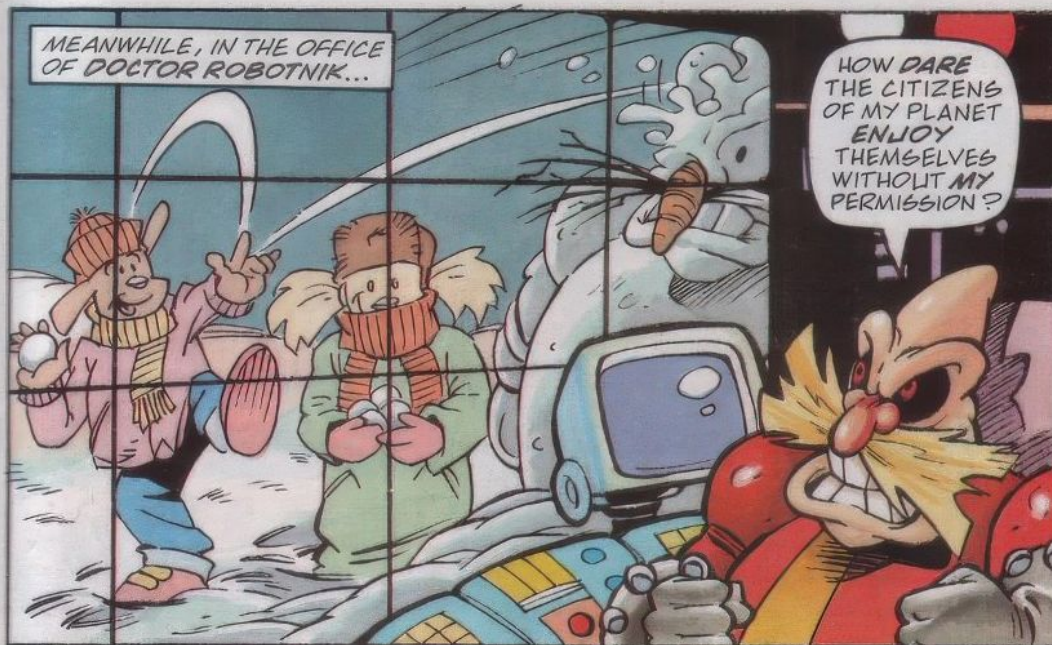
YOU DESERVE
A PARTY AFTER
YOUR BATTLES
WITH ROBOTNIK
AND HIS GOONS
OVER THE PAST
YEAR!

TOO
RIGHT! I
ONLY WISH
SONIC WAS
HERE!

DON'T WORRY, AMY!
HE WILL BE BACK!
I JUST KNOW IT!

IN THE MEANTIME, WE'VE GOT SHORTFUSE
TO HELP US OUT! ANYWAY, EVEN DOCTOR
ROBOTNIK WOULDN'T DO ANYTHING BAD
ON CHRISTMAS DAY, RIGHT?

Hmm... I WOULDN'T BE SO
SURE OF THAT, TAILS!





IS ALL THIS ANGER
BECAUSE NO ONE
SENT YOU A
CHRISTMAS
CARD?

WHERE DID
YOU APPEAR
FROM? WHO
ARE YOU?



DON'T YOU
REMEMBER ME
FROM WHEN YOU
WERE A BOY? I'M
FATHER
CHRISTMAS!



WHAT IS THIS
NONSENSE?
TROOPERS!
DESTROY THIS
INTRUDER!

INTRUDER,
MASTER?



THIS INTRUDER,
FOOLS! CAN'T
YOU SEE HIM?

ONLY LIVING
BEINGS SEE
OR HEAR ME,
DOCTOR!
THEY'RE JUST
MACHINES!



I'LL DEAL
WITH YOU
MYSELF...
WHA..?

I CANNOT BE
TOUCHED IN
ANGER, OVI!

M-MY NAME IS NOT OVI!
I AM IVO ROBOTNIK!
DOCTOR ROBOTNIK!

YOU USED TO BE OVI KINTOBOR!
YOU WERE A GOOD MAN UNTIL
THE LAB ACCIDENT MADE YOU EVIL!

I OFFER YOU THE CHANCE TO DO A
GOOD DEED FOR CHRISTMAS! USE
THE SELF-DESTRUCT CODE TO
BLOW UP YOUR SATELLITE INSTEAD
OF USING IT FOR EVIL!

WHAT'S IN IT FOR YOU?
WHY...PEACE OF MIND!

HAHAHA! I WANT POWER, NOT
PEACE-AND THAT DEADLY
SATELLITE IS A SYMBOL OF
MY POWER! I REJECT YOUR
PATHETIC OFFER!

PAH!
WHAT'S IN
IT FOR
ME?

VERY
WELL.

OH, BEFORE I GO, YOU
MAY BE INTERESTED TO
SEE WHAT'S HAPPENING
TO YOUR "SYMBOL
OF POWER"!

NO!
NOOOOO!

I KNEW ROBOTNIK
WOULD BE UP TO
NO GOOD TODAY!
LUCKILY MY BUILT-
IN DETECTORS LED
ME TO THIS WEAPON
BEFORE HE COULD
USE IT!

FTOOM!

SO...YOU GOT WHAT YOU WANTED AFTER
ALL! DO I GET MY **PRESENT** NOW?

SORRY, OVI.
WHAT I WANTED
WAS FOR YOU TO
MAKE THE RIGHT
CHOICE AND YOU
REFUSED. SO, NO
PRESENTS I'M
AFRAID!

MY ONLY OFFER TO YOU IS THIS **WARNING**:
FOLLOW THE DESTRUCTIVE PATH, AND YOUR
EMPIRE WILL **FALL** WITHIN THE NEXT
FEW MONTHS!

KEEP
YOUR ADVICE,
OLD MAN! I LIKE
BEING EVIL AND
I DON'T NEED
PRESENTS! I'M
IN CHARGE! I'VE
GOT POWER!
I'VE GOT...I'VE
GOT...

SO, NOW YOU'RE A
FORTUNE TELLER
TOO, EH? **BAH!** DON'T
GIVE UP THE DAY JOB!
NOW GET OUT!

...I'VE GOT...
NO FRIENDS
ON CHRISTMAS
DAY...

...AND FOR THE
FIRST TIME,
ROBOTNIK
REALISES THE
TRUE COST
OF HIS WAYS!

**The
End.**

NEXT ISSUE: **SHORTFUSE** STARS
IN "THE MONSTER WAKES"!



SPEED LINES

**EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).**

GOLDEN OLDENS!

Dear Megadroid,

Can I still send off for past issues of the comic from the Back Issue Zone?

Paul Cook, Bishops Stortford, Herts. Sonic & Knuckles Hog Tag Winner.



As it's Christmas Paul, your present's a few pages back! You'll find you're able to send off for STC back issues, but bear in mind the offer's

only available until Tuesday, 31 December 1996.

**EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!**



Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

TRAINEE LEE!

Dear STC,

I am a thirteen year old facing career plans, and was wondering what grades I would need to be an artist at Sonic the Comic. Lee McDonald, Shelton Lock, Derby. Sonic & Knuckles Hog Tag Winner.



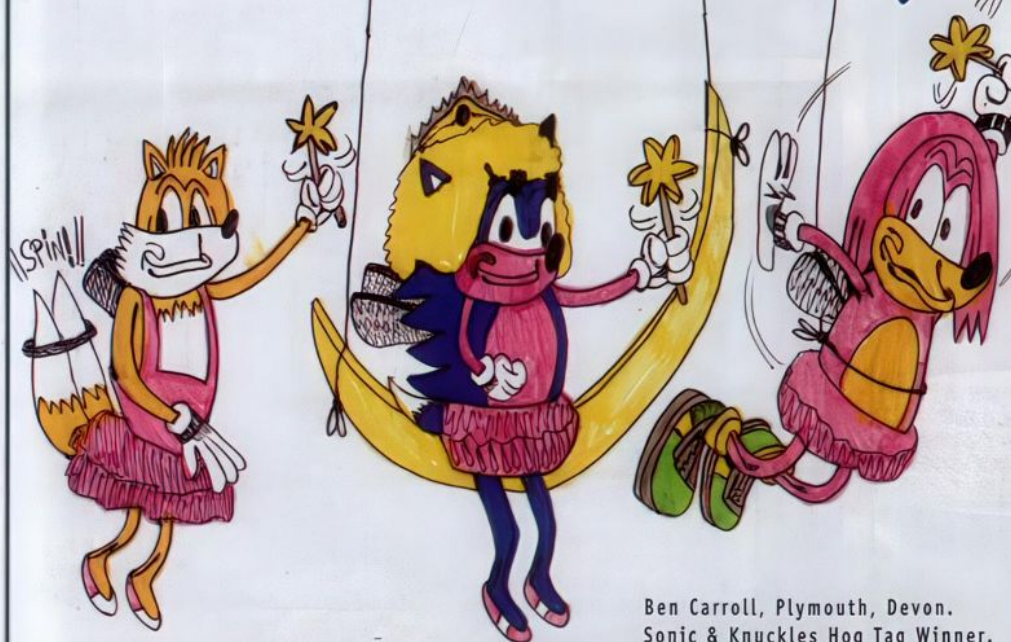
At great expense to my personal hotline, Lee, some of the STC creators have offered the following advice...

Low Stringer suggests that you begin at your local library - take out a Teach-yourself-cartooning-type of book. Low drew his own comics from childhood and decided to become a comic artist at the grand old age of 21.

Richard Elson says that you don't need grades to be an artist - you just need to be able to draw!

Nigel Kitching recommends that you find out what qualifications are required and work towards doing some good work at Art College. Good luck!

"SUGAR-PLUM-SONIC!"



Ben Carroll, Plymouth, Devon.
Sonic & Knuckles Hog Tag Winner.

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DATA STRIP

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BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 93

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.